

May / June 2023

The specialist international magazine for theme parks and FECs

# InterPark



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## AQUAMAN POWER WAVE

**Open to Question**  
Jon Tozer,  
Holovis

**Feature**  
Trends & Technology  
Major Ride Attractions

**Comment**  
Carl Hageman,  
ADIPS



MACK RIDES PRESENTS

# TWIST ,N' SPLASH



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## Welcome to the May/June issue of InterPark!

And what an issue we have for you... Our project profile focuses on Six Flags Over Texas in the USA, where the Aquaman: Power Wave is the latest centrepiece attraction to join the park. The new multi-launch water coaster has been created in partnership with Warner Bros, working parallel with DC Comics and is the first of its kind in North America. David Whitworth caught up with Roxy Butler of Six Flags Over Texas to get into the finer details of the ride.

Then, for our lead interview – Open to Question – I caught up with Jon Tozer, Holovis Director of Integrated Solutions. What became abundantly clear, very quickly was Jon's passion for the industry, which, thanks to family holidays and experiences, has been there since childhood. Having started working life in the AV industry, Jon told me that even now, he sometimes must pinch himself at his fortune to now be working in what he considers, the “dream job”.

We also bring you another anniversary piece for this issue – this time, Carowinds park in North Carolina, celebrating 50 years of operation. Emma Davidson takes a closer look at the park's history and its special features that makes it unique.

Elsewhere in this issue, Emma also took time to speak with some of the leading major ride manufacturers for our main feature focus, looking at the latest tech and trends emerging at present.

Our next issue will include our annual buyer's guide, where we profile as many major players in the industry as possible. If you would like your company to be highlighted, please do get in touch with John Fosbrook on: [john@interpark.co.uk](mailto:john@interpark.co.uk)  
Until next time, enjoy the read!

Beth Whitaker Editor

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# Europe News

The latest news and announcements

## 1 EDEN PROJECT UNVEILS NATURE'S PLAYGROUND

**Eden Project** in the UK has unveiled its latest attraction of Nature's Playground, due to open on 8 July.

Nature's Playground will cover 500sqm and will be one of the biggest outdoor play areas in the Southwest, according to the Eden Project - featuring slides, swing sets, water play, suspended nets, and a miniature clay quarry.

The focal point of the playground will be the 'Tree of Life' tower, which will reach nine metres (29.6ft) high. The tree will be the perfect platform for children to play and enjoy before sliding down a corkscrew tube slide.

The aim of Nature's Playground is to "spark the imagination of children and incorporate a range of play types that will help develop problem solving and teamwork skills."

Eden's Chief Marketing Officer Emma Evans said: "Eden is all about connecting with the natural world and we are investing hugely in play to encourage children of all ages and abilities to discover this connection in an exciting and unforgettable way.



"We know that being active outside in the fresh air is a brilliant way for children to develop mentally, physically, and emotionally, stretching their imaginations and engaging with the world around them, all while having fun and creating rich memories. We can't wait to welcome families and school groups to kick off what will be a fantastic summer of play."

The play area will use natural and sustainable materials to blend into the natural surroundings with Eden Project teaming up with award-winning TouchWood Play to design the play area.

In the run up to its opening, Eden Project has organised a community build and interactive play workshops hosted by TouchWood Play.



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# Europe News

The latest news and announcements

## 2 GLOBAL ROLLOUT FOR GHOSTBUSTERS VR ACADEMY



Fans of the Ghostbusters series now have a new way to make busting feel good with the launch of the **Ghostbusters VR Academy**.

Thanks to publishers Sony Pictures Virtual Reality (SPVR) and developers Hologate, a leader in compact location-based virtual reality entertainment, the global ghostly phenomena that is Ghostbusters has arrived on the VR platform.

Hologate has curated two diverse game scenarios through its multiplayer VR platform. In the Hologate arena, academy members in training strap on their proton packs and work together as a team in 'high-risk ghost encounter scenarios.' They learn how to trap or blow-up ghosts, all under the safeguard of academy grounds, of course. Meanwhile, in the Blitz game, trainees will take the wheel in the prototype ECTO hovercraft, which is a vehicle exclusive to the academy. Players compete to see who is the fastest, most skilful driver in a high-speed race.

Participants can 'ghost bust' from more than 450 turnkey locations throughout 42 countries worldwide such as FECs, theme parks and arcades so they can enjoy a spine-tingling authentic experience faithful to the Ghostbusters legacy.

Hologate has vast experience when it comes to creating high quality VR entertainment experiences, with the German company operating the largest VR network in the world - reaching more than 16 million players. Hologate provides a versatile and dynamic arena found in a host of diverse venues from family entertainment centres, cinemas, malls and cruise ships.

Hologate CEO Leif Petersen spoke to InterPark about the spooktacular experience.

### Tell us your thoughts on creating Ghostbusters VR Academy?

"We are delighted to have collaborated with Sony Pictures VR on this Ghostbusters VR Academy experience. It is set in one of the world's most beloved franchises of Ghostbusters and offers players an amazing shared social experience that family and friends can enjoy."

### What was the inspiration for producing a Ghostbusters themed experience?

"Ghostbusters is one of the world's biggest franchises, one which only VR and Hologate have the power to bring to







life. Ghostbusters VR Academy perfectly complements our Hologate Arena and Hologate Blitz platforms. The pioneering multiplayer turnkey platform Hologate Arena is not only our best-selling product, but it also happens to be the most successful turnkey multiplayer VR system in the world. It was the very first to take the entertainment industry by storm and helped to define the location-based VR genre. The combination of high-end hardware, proprietary software, and haptic effects creates out-of-this-world immersion and fast-paced gameplay that powers Ghostbusters VR Academy and all our mind-blowing, fantasy-fulfilling adventures.

"In the Arena academy, members take part in a four-player training programme while strapped onto the famous proton packs. Members learn how to trap and blast ghosts, take on slimer, gaze at Stay Puft Marshmallow Man - all you can expect from a Ghostbusters experience in high-risk ghost encounter scenarios. We wanted to give the ultimate Ghostbuster experience so having a proton pack and driving the ECTO vehicle gives exactly that.

"Ghostbusters training would not be complete without the ability to master the controls of the new prototype hovercraft ECTO VR, so we are putting trainees to the test on premium VR motion simulator Hologate Blitz. Players are placed on a platform that can be lifted up to one-metre, which can be rotated in all directions. The acceleration and motion movements are very much akin to karting but with 360° directional rotations. Players will compete to see who is the fastest, most skillful driver in a high-speed race. The added wind deepens the effect of the fast-paced action."

#### How long is Ghostbusters VR Academy?

"The gaming experience lasts for five minutes so it is perfectly condensed for FECs. The Blitz motion simulator experience is shorter at three minutes as we feel the intensity of the ride is just right for this amount of time. A normal dark ride lasts for this amount of time too.

We are also proud that the experience has no motion sickness like some simulators and gives maximum comfort to members. The ride is similarly designed to how you would



see modern attractions built in Disneyland for example. "Ghostbusters VR Academy offers players an amazing shared social experience that family and friends can enjoy, and this fits perfectly with our company mission: to create a social play setting and an escape from reality that creates powerful, long-lasting memories of good times. We can't wait for our recruits to start their training!"

#### What were the challenges of producing this experience?

"The franchise offers such a huge wealth of iconic characters, settings and storylines, the challenge for us and for our partners was really choosing what to focus on! We brainstormed a lot of diverse ideas but had to strike a balance between pushing the boundary and staying faithful to the Ghostbusters vibe and heritage. The academy setting was the perfect choice because doesn't everyone harbour a lifelong dream to be a real Ghostbuster and to operate iconic ghostbusting equipment? This story expanding, fantasy-fulfilling experience is only possible in virtual reality.

"Ghostbusters is also Sony's IP crown jewel, therefore there was a lot of responsibility to strike the right tone with the experience and there was a lot of demand to deliver a top-notch attraction for them. But it was a great challenge to undertake.



# Europe News

The latest news and announcements

“The license for Ghostbusters is also overseen by the American co-production company Ghost Corps, which is headed by Jason Reitman and Dan Aykroyd. Ghost Corps is a division of Sony Pictures Entertainment’s Columbia Pictures, so we had to liaise with them on all Ghostbusters material and image rights to be approved and developed so to not misrepresent the IP.”

## **It makes for a great Halloween treat for fans too, doesn’t it?**

Indeed, we had Halloween in mind of course and with the event on the horizon coupled with the new Ghostbusters film out in December, there will be a lot of marketing and events which Hologate can be part of. Ghostbusters is a classic IP of Halloween that taps into all target markets.”

## **How long was the process from initial brainstorming to completion?**

“Production time was around a year, but I would say to add another year and a half from signing contracts and producing concept art. It is a long process from talking to the studio to having a finished product considering creative concepts, prototypes, and game experience all must be approved as well as a full marketing campaign and PR event upon its release.

“A lot of energy was put into the research and development of Ghostbusters VR to build it the best way possible. As the IP of Ghostbusters is very diverse, we can welcome people from all ages and as the franchise is scary but not too scary, we have something for everyone. A little scary is always good

and Ghostbusters is perfectly suited to that as there is a scare element, but it is not terrifying like Resident Evil for example. Ghostbusters appeals to all as many generations grew up with it. Families and their families continue to be fans of the series and with the success of Ghostbusters: Afterlife even more so. In terms of Ghostbusters VR Academy, we had Ghostbusters fans try out the experience before release to measure their opinion as we wanted to live up to their expectations. Thankfully, the tests showed they loved it.

“We had a lot of experience prior to working on the Ghostbusters project, such as Angry Birds in 2018 so we were fully prepared for the challenges, and with experience we know what works for one attraction and not for others, tailor making our simulations to the highest quality. But naturally, with Ghostbusters it has upped the stakes.”

## **What technical equipment was used to create Ghostbusters VR?**

“Our gaming studio gives us the platform to create high quality production and Hologate Arena is the ideal multiplayer turnkey VR platform for Ghostbusters VR Academy. State-of-the-art hardware, haptic vests, proprietary software, and stunning graphics come together to power our fantasy-fulfilling experiences, leading to fast-paced gameplay and out-of-this-world immersion.

“We further pushed the revolution of virtual reality and the location-based entertainment space to the next level with Hologate Blitz, our premium, six degrees-of-freedom (6DOF), whisper-quiet belt driven, interactive driving and flying simulator. Hologate Blitz provides luxurious comfort, unparalleled quality and complete synchronisation of the physical motion and virtual reality graphics pairing that produces buttery smooth movement for a nausea-free experience.

“We are proud that our Hologate Blitz also achieved great acclaim at this year’s MENALAC Awards 2023 in Dubai with the award for “Best New Product - Arcade, VR, Redemption & Novelty.”







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# America News

The latest news and announcements

## 1 CULTURAL ENTERTAINMENT CENTRE 'LUCHATITLÁN' OPENS IN MEXICO



A new entertainment centre celebrating the splendour of Mexican culture has opened in the tourist hotspot of Cancún. Called **'Luchatitlán'**, the park is inspired by the art of 'Lucha Libre', a traditional style of wrestling of high importance and honour in Mexico.

Lucha Libre signifies "free fight," and is a specialist style of wrestling established in the early 20th century. The main federation of wrestling in the country is Lucha Libre AAA Worldwide and thanks to their promotion and organisation, Lucha Libre has become ever popular in Mexico - to the point the country now has a venue dedicated to its sporting history and folklore.

Luchatitlán is described as "the spectacular Lucha Libre show that meets Cancun nightlife, where Mexican culture comes to life in the ring! This paradise features a one-of-a-kind Barrio where guests will be able to taste a vast array of Mexican antojitos and witness the Lucha Libre championship match "Monarca del Ring" (Monarch of the Ring).

On show in the wrestling ring is 14 fighters, each with differing colourful masks and costumes and each one representing their unique persona and style in the ring. To watch the combats, guests can take in the live action from different perspectives, be it a general seat, in a VIP box or ring side to take them to the heart of the wrestling action inside what is known as the 'squared circle.'

Discussions about Luchatitlán commenced in 2021 to create a 30,000sqft complex with an arena for wrestling combats

holding 580 people and a restaurant with terrace facilities catering for 220 people. Gastronomy is a key ingredient to the centre as the flamboyant barrio (neighbourhood) cuisine features on the Luchatitlán menu, a cuisine which can only be found in an authentic Mexican street vender. Added to this, the entertainment centre is home to a store selling Lucha Libre memorabilia and most notable, a wrestling hall of fame.

Luchatitlán is billed as "The house of Lucha Libre' and the ethos around the centre is to attract not only tourists domestically and international but also showcase Mexican culture at its finest. With a significant investment of £5.6m, Luchatitlán will become a premier destination for all aficionados of wrestling and Mexican culture. "Adding to the affinity and talent of all the parties involved, what we designed is something unique, with its own identity that is, authentically Lucha Libre, but delivered in a distinctly touristic and entertaining way", said Guido Benassini, CEO of Ventura Entertainment, an important theme park developer and operator in the Mexican Republic area.

The Luchatitlán entertainment centre, which opened on 1 April, is located at the busiest shopping mall in Cancún: La Isla shopping village, an open-air complex home to clothes shops, restaurants, a cinema and also a giant Ferris wheel with views of Cancún and the Caribbean Sea. At Luchatitlán, there are two afternoon shows every day with ticket prices oscillating between about £55 and £99 per show.

"This is a very thrilling moment for all those involved in the creation of Luchatitlán. All visitors and families of Cancún, México and the rest of the world will have a place to know the history, legacy and magic of Mexican Lucha Libre, in an experience like no other", said Dorian Roldán, Managing Director of Lucha Libre AAA Worldwide, the prominent wrestling entertainment company investing in Luchatitlán.







There is a fabled history when it comes to Lucha Libre wrestling and it is one of Mexico's most important exports. The wrestling involves staged performances with wrestlers wearing brightly coloured masks (even wrestlers keep their masks on whenever in public to conceal their identity and keep their mystique). It is a tradition of value and family - many 'Luchadores' come from a long family tree of Mexican wrestlers. Such is its importance that on 21 July, 2018, Mexican Lucha Libre was acknowledged with cultural heritage of Mexico City.

Lucha Libre is a sporting spectacle stretching back many generations. And the new Luchatitlán centre celebrates the best of Mexico with the focus on touristic entertainment.

## 2 RAGING RAPIDS WATER RIDE TO REOPEN AT KENNYWOOD

A popular water ride at **Kennywood**, West Mifflin, Pennsylvania, is set to open again three years after it originally closed to the public. The Raging Rapids first gave thrills and spills to guests at the American park when it opened in 1985 and after 25 years, of long service, Kennywood announced in 2020 that it would retire the ride.

However, the rapids will rage once more as Kennywood confirmed in April: "Over the next few weeks, teams will continue to break in and fine-tune the ride's new control system that was installed as part of its refurbishment project. Those refreshed boats look pretty snazzy, too! We'll share the ride's exact springtime reopening date once everything is good to go."



The reopening of one of Kennywood's most beloved rides coincides with a milestone season for the park, celebrating its 125th year in business.



# America News

The latest news and announcements

## 3 HERSHEY'S GREAT CANDY EXPEDITION READY FOR FUN ADVENTURE

Hershey's **Great Candy Expedition** has opened to the public just in time to celebrate the 50th anniversary of Hershey's Chocolate World.

The Great Candy Expedition will be a new cinematic experience taking visitors on a cinematic adventure through six candy worlds inspired by Hershey brands.

The attraction is the first fully immersive, interactive experience of its kind in North America as guests will travel through different candy worlds such as Hershey's Kisses,



Reese's, Jolly Rancher, Kit Kat, Twizzlers, and Almond Joy & Mounds.

Great Candy experience will use cutting-edge technology of 270° 4K projection mapping and special effects to bring characters and experiences to life.

## 4 CANADA WONDERLAND SET TO WELCOME DUAL ATTRACTIONS



Two new attractions will be present during the 2023 season at **Canada Wonderland**.

The Tundra Twister will be a 360-degree spinning swing ride and the only one of its kind in the world. The giant loop ride will have rotating gondola arms to twist and spin guests in all directions. It will reach a height of 47-metres (154ft) and spin round up to 75km/h (46.6mph)

The second new arrival to the Canadian park will be Snoopy's Racing Railway, which will take Canada's Wonderland list of coasters to 18. Being a launch coaster, the ride will take passengers up to 50 km/h (31.07mph).

"We're committed to providing exciting experiences for guests of all ages, and these two attractions are unique



additions for thrill seekers and families alike," said Norm Pirtovshek, General Manager at Canada's Wonderland.

"The Tundra Twister will be a sight to behold, swinging and spinning guests high above the midway and nearby Yukon Striker, while Snoopy's Racing Railway is sure to become a family favourite among our collection of children's rides."





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# Asia News

The latest news and announcements

## 1 REGINA II RISES AGAIN AT TOBU ZOO



The Intamin built roller coaster Regina II is back on track at **Tobu Zoo** after receiving necessary maintenance work.

It was 23 years ago on 18 March 2000 that the ride, located in Saitama, Japan, was first unleashed to the public. But over time, Regina II has suffered wear and tear, so a modernisation upgrade was needed – with the ride closing its doors in 2019, before reopening in 2023 thanks to renovations by Great Coasters International.

Throughout this period, the company has re-tracked more than 250-meters (825ft) of the wooden attraction, creating a stronger reinforced structure made from tropical Ipé hardwood and Southern Yellow Pine. Great Coasters International has extensive experience dealing with wooden roller coasters and lent its services to give Regina II a deserved make over fit for modern day usage.

Not only were the track and beams reinforced, but the ride has two new trains in operation as the Japanese ride prepares to thrill riders as only a rickety wooden coaster can. The new carriages have seven cars per train with riders seated two across in two rows, for a total of 28 riders per train.

The tale of the tape for Regina II (Italian for Queen) sees the ride reach a top speed of 90.2km/h (56mph), hit a height of 36.7-metres (120ft) and race around a web of intertwined wooden track of 1334-metres (4377ft). Regina II gives riders a prolonged voyage at two minutes and eight seconds while pulling a 2.8 G-Force. Rider's dive through a wooden odyssey of mass structure and pass along a lake making for a splendid journey.

The rebirth of this loveable Japanese wooden coaster acknowledges the coronation of the Queen once again.

## 2 CELEBRATION OF COLOUR AT UNIVERSAL STUDIOS SINGAPORE

A celebration of colour recently took place at **Universal Studios Singapore**. The colourful spectacular, called Colour Pop! ran from 7 April to 21 May and saw Sesame Street and DreamWorks' Trolls present along Hollywood Boulevard, providing opportunities for guests to create memories thanks to colourful and interactive photo stations. Located on the Hollywood Lagoon Stage, characters were also on hand to take photos with park guests.

At the same time, Universal Studios Singapore also debuted a new show entitled The Rainbow Reunion. The flamboyant show features, Colourissa, a 'creator of colour' whose aim is to create the brightest and most colourful rainbow. Guests who assist her by dressing up in illuminous clothing can then win a prize. Other entertainment on the colourful menu included face painting and street art drawings.

## 3 A NEW DAWN FOR 40-YEAR TOKYO DISNEYLAND

**Tokyo Disneyland** celebrated its 40th anniversary on 15 April. Since opening in 1983, Tokyo Disneyland, located in the city of Urayasu, Chiba Prefecture, has welcomed millions of visitors. The 115-acre park holds 45 rides in seven themed lands, including Space Mountain in Tomorrowland, Big Thunder Mountain in Westernland and It's a Small World in Fantasyland.

Oriental Land, the operator of Tokyo Disneyland, has more recently changed its business strategy to focus on improving visitor satisfaction and increasing sales per visitor rather than visitor numbers. In the past, the park has had issues with overcrowding - to which the pandemic provided an unlikely solution. The Japanese park had to focus on smaller visitor numbers but found this reduced waiting times for attractions and created more time for dining and shopping - leading to a sharp increase in visitor spending and satisfaction.

Last years' financial figures for sales per visitor are estimated to reach ¥15,759 (£94.75) - 2.2 times higher than when Tokyo Disneyland first opened, suggesting that the Japanese park has its route map clear going forward of less is more.





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# China News

The latest news and announcements

## 1 LIGHT AT THE END OF THE TUNNEL FOR CHINESE TOURISM MARKET



The tourism market in **China** has been one of the most effected in all the world due to the pandemic. However, there is light at the end of the tunnel as China's tourism industry is demonstrating shoots of financial stability akin to pre-pandemic times. The country is in the process of a renaissance as visitor figures rise once more, according to Fitch Ratings.

The principal reason for this is for so long, Chinese residents have been unable to enjoy their tourist necessities and their pent-up frustrations have been finally released - to the point that visitors are demonstrating more customer spending as they return to enjoy life once more.

A case in point being the five-day May Day holiday, welcoming huge crowds to the country's theme parks. Shanghai Disneyland and Universal Studios Beijing in particular were in enormous demand for what is known as the 'golden week' of tourism in China. For more context, there was more than four times the number of visitors for the same period during 2022.

Another beneficiary of the tourism boost has been Haichang Ocean Park, which is Asia's largest water park operator. The park stated that its average daily admissions has risen sharply by 105% during the May Day holiday in relation to visitor numbers pre-pandemic.

Flora Zhu, director of corporate ratings at Fitch, shed further light on the comeback of China as a tourism magnet: "We are optimistic about the industry's long-term growth prospects.

Final results are showing that the tourism market has actually returned to pre-pandemic levels."

Zhu added that "rising gross domestic product (GDP) and household incomes, as well as large populations in these regions are principal reasons for the rise in demand for theme park entertainment.

"We are expecting more parks from foreign companies to be launched from 2024, and this will lead to a change in market competitive landscapes in the next few years," added Zhu, anticipating companies already based in China or interested parties across the world are going to increase their businesses in the Chinese theme park industry.

One example of this already has plans in motion as in Beijing, Merlin Entertainments, based in the United Kingdom, is reputedly in the early process of constructing a Legoland park to take advantage of the country's upward tourism trend.

## 2 FIRST FROZEN-THEMED ROLLER COASTER PLANS CONTINUE

Wandering Oaken's **Sliding Sleighs** is to become the world's first Frozen-themed roller coaster ride. And Walt Disney Imagineering has given an update of how construction is progressing. The ride, located at Hong Kong Disneyland, is set to open during the latter stages of this year and represents the park's biggest project in its history.

The scenic ride is part of the world's first Frozen-themed land which will house two attractions of Wandering Oaken's Sliding Sleighs and Frozen Ever After. World of Frozen takes inspiration from Arendelle Village, where the fabled Elsa's Ice Palace is located.

Walt Disney Imagineering confirms that the ride will be "powered by buddies Olaf and Sven as they work together to pull the sleighs to the top of the lift hill."

The ride truly raises the bar of immersive storytelling, a key factor in modern-day attractions to immersive visitors like never before.

World of Frozen is a project which is set to propel Disney Parks onto another level, with a further two Frozen-themed areas in construction presently at Disneyland Paris and Tokyo DisneySea.



### 3 TRIO OF LEGOLAND ATTRACTIONS TO SHINE IN CHINA

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Merlin Entertainment has revealed further details on three Legoland projects in China currently under construction. The trio of **Legoland Resorts** in the Chinese state will be in Shanghai, Shenzhen, Guangdong Province, and Meishan City, Sichuan Province.

### 4 JINMA RIDES FLYING COASTER READY TO MAKE DEBUT

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Jinma Rides's flying roller coaster at **Silk Road Paradise**, Shaanxi, China, will officially open to the public in the second half of this year.

This flying roller coaster experience will be one-of-a-kind, with its 890-metre track featuring roll, horizontal loop, dive flight, drive turn and more, with a maximum speed of 94.5 km/h.

During the sliding operation, it may attain two positions: sitting and lying. It features four playing experiences: sitting forward, sitting backward, flying, and lying posture. This unique design comes with a national patent application, which has already been filed.

While the four modes of play have yet to be integrated to a single set of rides, Silk Road Paradise primarily employs the playing ways of flying and lying, while also picking up and dropping off people in a sitting posture.

The car is fitted with cutting-edge technology and the chassis parts are made of machined materials with no welds, making them lighter and easier to maintain in the future.

This will be Jinma Rides' first flying roller coaster, and it is anticipated to provide passengers with an exceptional experience.



"The Chinese Legoland parks are set to be our biggest parks," commented Scott O'Neil, chief executive of Merlin Entertainments. Legoland Shanghai Resort will focus on tourism heritage, highlighting the traditions of Shanghai culture.

Furthermore, Shanghai is set to be the first park inspired by a Chinese legend based on the novel Journey to the West and the legend of the Monkey King, which will encourage learning through immersive activities linked with the novel.

"Our Chinese parks will include Chinese landmarks such as the Great Wall and the Summer Palace, alongside our famous Dragon rollercoaster. In addition to these classic features, each park will have its own unique attractions," added O'Neil.

"While maintaining the authentic Legoland experience, there will be innovative designs, new themed areas, rides and immersive shows launched for the Chinese market."

"We are excited and focused on the three Legoland projects that are already under development, and we have ambitious ideas for growth and development in the country. China represents a key pillar of Merlin growth strategy."





# Middle East News

The latest news and announcements

## 1 POPULAR BOARD GAME MONOPOLY COMES TO LIFE



**Monopoly Lifesized** is a brand-new, high-octane way to play the planet's favourite board game, brought to life through a partnership between Al Hokair Group for Tourism and Development and The Path Entertainment Group – working with worldwide entertainment leader Hasbro on an existing licensing agreement.

The Saudi Arabia experience is the first Monopoly Lifesized to feature outside of the UK where it originates and sees a fully functional 4D board game experience on offer. Having opened in Riyadh in December of last year to coincide with Riyadh Season - a huge event celebrating arts and culture of the region - the board game extravaganza made its debut at the Boulevard World Zone and is a hearty dose of escape rooms, board games, dance-offs, playing a modern spin on guitar hero, assembling 3D jigsaws and other team challenges.

“We have selected Riyadh to host the first of many projects, which will be a milestone in the group's development



journey,” said Mohamed Attia, Al Hokair Group's Entertainment general manager.

Meanwhile, Matt Proulx, vice president of Location-Based Entertainment at Hasbro, commented: “Our Monopoly Lifesized in London won the Best Location-Based Entertainment Award at The Licensing International Excellence Awards this year, and we are excited to bring this award-winning experience to residents and visitors in Riyadh. Monopoly is a timeless classic, and we are thrilled to continue offering more meaningful ways for families and future generations to engage with the brand. At Hasbro, we recognise immense brand-building opportunities as part of our Blueprint 2.0 strategy, and we will continue to bring these exciting experiences to life, just like with Monopoly Lifesized.”

The immersive experience is geared up for great fun and fans of the board game will love its authentic style harking back to the board game's origins with original game elements combined with cutting-edge technology. Monopoly Lifesized is a concept thought well outside the box and this physical version of the world's favourite family game is played out on a 15-metre x 15-metre lifesized Monopoly board.

As per the Monopoly concept, participants can waltz pass Go, be frustrated by entering Jail, take a gamble on a Chance Card, or earn a prize at Free Parking. Participants will be able to move around the board with the aid of a huge dice to buy properties. But in an added twist, guests will be able to take part in challenges such as stage a heist in Mayfair, competing against a clock to build some of London's iconic buildings, solving a head-questioning murder mystery or breaking a code.

They will even get to meet Mr Monopoly himself, who introduces himself at the start of the game to teammates and rival teams. Teams compete with a maximum of six players and four teams on each board. The master of Monopoly will also introduce players to their playing token which will serve them for their game duration.

The experience lasts for 80 minutes and there are four lifesized boards participants can choose from: Luxury, Classic, City and Classic: Own It All, giving Monopoly Lifesized a repeat value experience.

After a full-on brain busting session of board gaming, Monopoly Lifesized offers guests a refreshing change of pace at the suitably named dining experience that is the Top Hat Bar.





Situated on the ground floor of Monopoly Lifesized is the immersive and uber cool Top Hat Restaurant and Bar including a menu selection packed with Monopoly-themed meals and vibrantly coloured cocktails. The addition of the Top Hat enhances their stay and increases the fun experience into an all-night affair.

The pièce de résistance lies in its cocktails with the centrepiece being The Mayfair Royal Sours, inspired by the original 'May Fair' that took place in the 16th century in the now famous, affluent district of Mayfair, London. The ingredients include Laurent Perrier Brut Cuvée Champagne syrup, Courvoisier VSOP, Lemon, Ms. Better's Bitters, Edible Gold, and is topped off with a £50 note made from sugar. As for the game itself, the world's most renowned board game has transformed from table fun to fun on a whole new scale. Monopoly Lifesized is all about the rich, the splendour, the glitz and the glamour and visitors can expect a top tier immersive visitor experience. Monopoly Lifesized sum up its experience to 'win the challenge, buy the property, own it all.' The board game, which was first published in 1935, continues to bring joy in this modern-day version.

## 2 HAICHANG OCEAN PARK SET FOR SAUDI ARABIA

The first large-scale ocean park development of its kind in the Kingdom of Saudi Arabia will become a reality thanks to a strategic alliance between Hong Kong-based **Haichang Ocean Park** and the Kingdom of Saudi Arabia.

A Memorandum of Understanding has been signed with Haichang Ocean Park – a leading ocean park developer and operator - to create the country's first major ocean park. Presiding over the historic agreement were Minister of Investment, Khalid Al Falih, and Executive Director Haichang Ocean Park, Qu Cheng. The partnership sees Haichang providing its vast experience to develop a variety of location-based entertainment venues within the cities of Saudi Arabia, tailor-making family entertainment centres, water parks, IP themed parks, zoos, and safari parks.

"The agreement seeks to leverage Haichang Ocean Park's diverse expertise to develop world class location-based entertainment venues across different Saudi cities, accelerating the Kingdom's ambitions of economic diversification with tourism and entertainment as drivers of growth," said a press release.

The agreement is in line with Saudi Arabia's Vision 2030, identifying the Kingdom's aim to diversify the country's economy and promote tourism as a key driver of growth. It is expected to create a substantial number of job opportunities for the Kingdom and therefore positively contribute to the overall economic development of the region.

"We are honoured to be partnering with the Ministry of Investment on this first-of-its-kind landmark development strategy," said Cheng. "Our goal is to leverage on Haichang's over 20 years of extensive experiences, coupled with world-



renowned IPs, and latest technologies available, to create the entertainment venues including the first world-class ocean park that offers unparalleled comprehensive guest experiences. In addition, it will also serve as an educational platform to promote awareness and importance of ocean conservation. We believe the families of Saudi Arabia and the Middle East will appreciate our unique offering, and we look forward to bringing this world-class experience to the KSA."

Working alongside local partners and stakeholders, including the Ministry of Investment and General Entertainment Authority, Haichang has the firm aim to identify the best sites for its planned projects to boost Saudi Arabia's tourism industry and shine further visibility on the country's unique traditions.



# Waterparks News

The latest news and announcements

## 1 ATLANTIC CITY HOMES WORLD'S LARGEST INDOOR BEACHFRONT WATERPARK

Atlantic City in the US will soon be home to the 'World's Largest Indoor Beachfront Waterpark.'

The water park will feature a retractable glass roof, a lazy river, wave machines to surf, 11 water slides, pools, outlet shops, bars, and many restaurants. The attraction, named Island Waterpark will cover 103,000sqft and cost £81.6m and is located adjacent to the Showboat Hotel.

"Atlantic City has a long and rich history as a premier tourist destination," said Bart Blatstein, the developer who owns the property, in an official statement. "Showboat is committed to bringing non-gaming, family-friendly entertainment back to Atlantic City, and the waterpark is one more to that puzzle. Even those who generally don't venture down the Jersey Shore may be interested in this new development and what bills itself to be the "largest indoor beachfront waterpark in the world" is now under construction.

## 2 STUDIO CITY WATERPARK OPENS IN MACAU

An eagerly anticipated attraction has opened to the public in Macau in the shape of Studio City Water Park. The Chinese waterpark has added to its impressive entertainment complex through partnering with WhiteWater Canada, which constructed the water slides and play structures, in creating Studio City, which houses 16 thrilling attractions, including seven water slides and two wave pools.

Studio City's wide range of water elements include Lightspeed Shuttle - an extreme water roller coaster taking riders on a 300-metre (984ft) aquatic voyage. In Teleport Tower, guests can ride the park's largest integrated slide tower. Black Hole Slingshot is a kaleidoscopic slide of luminous colours ready for a massive splash, while Space Surfer is the only indoor surfing simulator in the region.

Rockwall Fall gives daring guests the chance to climb high to the top of a climbing wall and dive deep into a 150sqm pool with a depth of 3.7-metres (12ft). And Oblivion Pool extends both indoors and outdoors and allows you to look down through the glass bottom to impressive views.

The water park can also count on a new hotel development and restaurant - making the Macau resort an attractive all-year-round tourist destination for family and friends.



"It's a great project because Atlantic City is lacking family amenities. There are 25 million visitors each year and an extremely limited amount of entertainment options for families. There will be a swath of people added to that roster with this huge indoor waterpark. I'm thrilled to be a part of the rebirth of Atlantic City as a family resort and family destination."

Meanwhile, Atlantic City Mayor Marty Small added: "This is a great day for Atlantic City. Investing in our community through growth will bring jobs and economic recovery to our area. We have lacked family entertainment, and this waterpark is the catalyst to draw more families to our great city and give families who live here something great and fun to do!"

The Showboat Atlantic City is a resort hotel and former casino in Atlantic City, New Jersey. The Showboat opened as a casino hotel in 1987 and closed in 2014 before reopening in 2016.



Studio City Macau opened seven years ago and opened its outdoor water park in 2021. With the addition of the indoor water park, Studio City has become one of the most sought-after water park venues in Asia.





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# MAJOR TECH FOR THE MAJOR RIDES SECTOR

By: Emma Davidson

In the world of theme parks and attractions, innovations in technology are continuing to push the boundaries of entertainment.

Many companies across the industry are demonstrating how to create memorable experiences through new rides and products, and there are many trends that continue to dominate designs. From sustainability to interactivity, and rides that bridge the gap between the world of video games and theme parks, there's a lot to be excited about.

So, what are companies up to, and what do they predict could be the next big thing in major rides technology? We spoke to some of the leaders in the field about the newest products that have utilised the latest technologies and to get their expert opinion and predictions for the innovations of the future.

## WORLD OF RIDES



Bumper boats-bumper fun for everyone



Battery cars-track-go-karts



Battery cars - superheroes 12v battery rides



Bumper boats-pirate theme

Durham-based World of Rides took time to design and improve some existing products during COVID-19. Focusing on R&D, the company developed two new games; Aqua-Ball and Bumper-Ball along with a VR bumper car, that was developed in conjunction with a world-leading specialist and is currently being site tested. As well as this, the company developed new rides for outdoor parks, including the mini-Fire Engine and Big Car.

"All of these rides have already been a huge success with the public," David Robinson, general manager at World

of Rides said. "I think the next innovations in the industry will be in battery technology, as well as more options for cashless payments.

"We've also recently invested heavily in developing our Overlander range of tracked rides to bring a whole new experience for riders to enjoy. There are several new ride ideas in development, too, but we need to know what the market wants before we can make a start on these new concepts, and as a result they may not be seen until next year!"

## ZAMPERLA



Zamperla has recently released two new rides, the Big Wavez and Super Flumez. For Big Wavez, the company used innovative new technologies to create a structure without using welds. It turned to cold riveting techniques such as huck bolting, which uses higher-performance materials with a lighter, more cost-effective structure. On both rides, Zamperla used composite panel technology, which also creates a lighter product and has maintenance advantages, too. On Super Flumez, a fibreglass technology was implemented to help with long-term maintenance."

"We are seeing a lot of companies using bolt-up technologies, which allow lighter materials like high-performance aluminium to be used," commented Zamperla. "We've been seeing this approach on vehicles for quite a while, but now you can also see it in structures and on track rides. Not only us, but lots of companies are doing things to avoid welding. Also,



on the coaster side, we have been seeing more and more swing launches, which is an exciting move for the industry."

## TRIOTECH

Triotech is another company that has been very active lately with the release of three new products. Firstly, the company launched an award-winning integrated walkthrough attraction that has been deployed in

both China and Seoul, South Korea. The walkthrough adventure utilises interactivity, immersion, media, motion, and projection mapping to create a thrilling journey for guests. Visitors embark on a group



Hive Break Building Exterior





Stand up theatre

experience with up to 16 people as they journey through three zones, each featuring a unique attraction to challenge them.

The second product is the Stand Up theatre. Part dynamic simulator, part flying theatre, this unique attraction features platforms on which guests remain standing, greatly enhancing the motion and immersion. The whirlwind tour with twists and turns is set with numerous special effects including scents, blast, leg ticklers, water, and fresh wind.

Lastly, The Qube is a new premium interactive multiplayer coin-op game. This attendant free media-based four-seat simulator requires low footprint and provides high immersion, giving guests a true deluxe experience and generating a high ROI for operators. The Qube features a 4K projected display, motion seats, wind, blasters, 5.1 surround sound system, Unreal 5 powered experiences, and a full library of content.

## INTERLINK

The Immersive SuperFlume is one of the newest products for Interlink, which has already launched with a client in Indonesia. The boat utilises a new vertical lift technology, allowing a host of additional guest experiences to be added to the ride. In addition, the company is also the first manufacturer to combine a Flume ride where the boat travels onto a motion base inside a 360° tunnel to provide a virtual simulator style experience. Interlink is also in the process of announcing a new Triple Launch Water Ride, which incorporates three launches utilising some of the latest launch technology, which is to be revealed later this year.

"We are seeing that guest safety is continuing to be one of the main trends, which is of course of the utmost importance," said John Davies, commercial director at Interlink. "The industry is also focusing more on sustainability and the ecological impacts of rides in terms of operation and manufacture. Advances in technology to enhance the guest experience will need to take this into account."



Immersive Superflume - Jurassic island



Immersive Superflume



ZTAG's most recent launch is the ZTAG Unified Entertainment System (ZUES). This innovative system is specifically designed for family entertainment centres, camps, and other entertainment venues. The product is a wearable video game device that aims to encourage young people to spend more time outdoors and away from screens. It combines the nostalgia of classic schoolyard games with the advancements of 21st century digital technology and tracks players' movements and interactions, offering a range of engaging features.

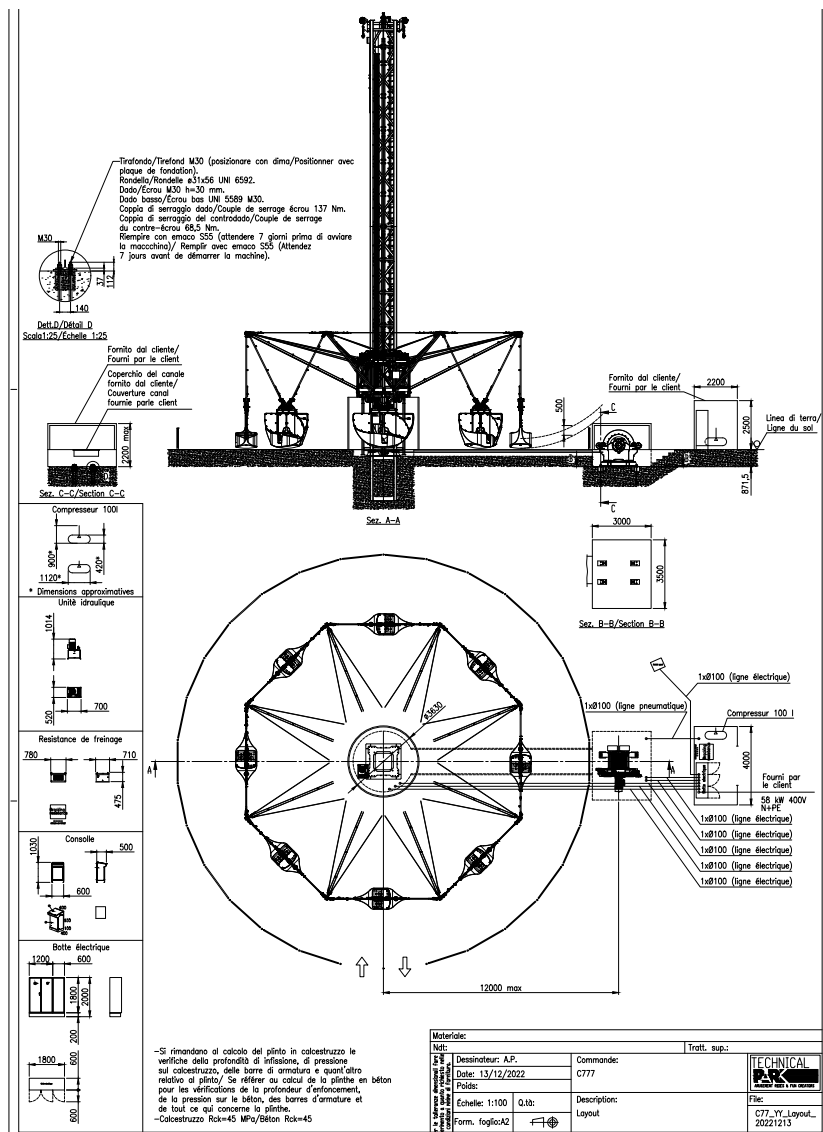
In terms of technology, ZTAG's products incorporate a variety of personalised sensors and actuators for each user. These devices provide haptic feedback, visual and audio cues, as well as motion and proximity detection. By leveraging these features, ZTAG has successfully bridged the gap between classic video games and real-life experiences, enabling these beloved games to be brought into the physical world.

## TECHNICAL PARK

The latest product from Technical Park is the Flying Dutchman, a ride in a tower with a lifting centre holding eight flying gondolas. The ride uses elevation technology with the same kind of anti-fall safeties through active clamps attached to steel guides in the main column.

"We are seeing the trend of interactivity to keep riders busy with real control of the movements during their experience on board," said Technical Park.

"Examples in our portfolio include the Aerobat, Sidecar and Flying Fury. The next big thing for the industry, we think, will be regenerative drives, to save energy from frequent run and stop, deceleration with high inertia load, and overhauling torque by using a regenerative power unit. The regenerative converter is a cost-effective solution that can replace the dynamic braking transistor and resistor network. It absorbs excess regenerative energy from the VFD and returns it to the ac power source."







Break Dance

Huss Park Attractions recently announced the launch of the Break Dance 5, a brand new, innovative attraction which follows in the footsteps of the original and hugely successful Break Dance ride. The ride features a decagonal main disc, with a diameter of less than 18-metres, which carries five cross-shaped gyros bearing four gondolas, each with a capacity of two passengers. The entire ride is built on an incline so that spectators have a clear view into the heart of the attraction and can clearly see the show cycle.

In total there are 20 gondolas on the Break Dance 5 providing a maximum rider capacity of 40. Theoretical hourly capacity is 1,200 people while another benefit of the new attraction is its compact footprint of under 18-metre diameter. A range of additional options are also available, including custom theming and lighting, customised show ride cycle programmed to the client's choice of soundtrack, a multi-media package, special effects and an innovative loading platform with brand-new features.



## BOLDMOVE NATION

BoldMove Nation is another company championing new technologies through its latest attraction with Triotech, Champi'Folies. The interactive ride opened at Le PAL theme park in France and features the Smash & Reload media dark ride with TooMush theming. The launch of Champi'Folies marks a significant milestone for BoldMove Nation and Triotech, a collaboration that resulted in a cutting-edge ride. BoldMove worked closely with its partner Polymorph for all IP, media and gameplay development.

BoldMove's CEO Benoit Cornet has been the driving force behind Smash & Reload, making sure his creative concept shapes up just the way it was intended. He said: "We're thrilled with the result of Champi'Folies. Our creative concept has been fully realised, and our teams created an amazing ride. We've blended physical and digital worlds to create a memorable experience, and we're proud to have worked closely with our partners to create an attraction that's truly world-class. We bring

the characters alive on screen, and even added artificial intelligence to personalise guest experiences. The cherry on the cake is the extensive theming we created with 3D decoration up to a real car, all of these reflecting their digital counterparts."





Dollywood's Big Bear Mountain

One of Vekoma's newest products, released in December last year, is the family launch coaster Big Bear Mountain, which has become the longest roller coaster in the Wildwood Grove area of Dollywood, Tennessee. With a total length of 3,990ft, riders race through the wilderness before soaring high above the forest on the search for the big bear. Featuring a top speed of 48mph, Big Bear Mountain takes guests through three separate launches, multiple airtime hills, high-speed carousel turns and tunnels, including a pass behind a waterfall. The highly detailed coaster trains resemble four-wheel-drive SUVs and feature working headlights and taillights, as well as on-board audio, a first for a Dollywood attraction.

As well as this, Vekoma recently upgraded and adapted the Tilt Element to its new generation of sit-down thrill coasters. Tilt Coaster 2.0 combines a state-of-the-art MK1101 ride system and adds Tilt Coaster as a thrilling adrenaline kick.

"In the next few years there are ongoing tilt coaster projects to be installed in different continents," said Peter van Bilsen, executive vice-president, sales and marketing at Vekoma. "We are very proud to announce that the first project 'Circuit Breaker' will debut at Circuit of the Americas in Austin, Texas and it will be the first Tilt Coaster in the States."

## ZIERER

Suspended, horizontally rotating seats, elliptical rotation and an increasing sense of zero gravity are what to expect from Zierer's newest ride, the Ellipse Flyer. The ride is arranged in four gondolas and holds space for 32 passengers. Its standard industrial, tech-heavy design, with the possible added option of artificial smoke, creates the illusion for passengers of being part of a giant engine in motion.

"The Ellipse Flyer, according to our objectives, shall enrich the worldwide landscape of amusement parks by furnishing an exciting new innovation to their attractions", said Zierer's managing director Martin Weichselgartner. "And for those who were thrilled by our other rides, as with the Star Shape, they will be excited about our Ellipse Flyer, too. A ride on the Ellipse Flyer will be a turbulent experience in its literal sense."



Steam Flyer



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## SALLY DARK RIDES



Volkanu on ride



Sally Dark Rides, located in Florida, is currently working on four new attractions set to be launched in 2023. Arguably the most anticipated is Uncharted at Spain's PortAventura World, a first-of-its-kind dark coaster from Sally and Intamin based on Sony's box office hit film. Guests will experience a pre-show full of surprises and puzzle-solving before embarking on a thrilling coaster experience in search of one of the world's greatest treasures. Another ride in production is Treasure Hunt: The Ride, a unique stand-alone attraction created, owned and operated by Sally and renowned theming experts, Daniels Wood Land. Treasure Hunt is a pirate-themed interactive adventure where guests are transported through a newly discovered system of caverns located beneath Monterey's historic Cannery



Row. The company is also about to begin installation of Haunted Hotel at Funtown Splashtown USA. This is a classic dark ride, complete with black-light style décor and theming.

"The hardware and software used to create compelling dark ride experiences is constantly changing and improving," said Rich Hill, chief creative officer at Sally Dark Rides. "As the industry grows and audiences get more sophisticated, so must the technology we use to tell our stories. Augmented reality, artificial intelligence, glassless 3D displays, and real-time gaming are tools that are allowing the attractions industry to push new rides and show concepts into uncharted territory."





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## GOSETTO

Italian manufacturer Gosetto has launched a new ride inspired by the TV show Monster Jam. Featuring five monster 4x4 cars which wheelie and climb on a rocky surface, the ride also includes rally spotlights, audio effects and LEDs hidden under the bodywork.

Speaking of wider trends across the industry, Gosetto commented: "We are seeing that the market is moving

more and more towards interactivity, similar in appearance to video games but much more immersive. FunHouses also work. Fun is guaranteed and people interact with each other. This is a very important aspect because it allows you to share moments of fun in company and detach yourself from technology."



## JINMA RIDES



The latest product released by Jinma Rides is the LSM coaster TSC-20A at Silk Road Paradise, Sanya, China. The coaster utilises an integrated die casting process, a lightweight ergonomic safety seat, and a linear synchronous motor drive, which was also developed by Jinma. Driven by a linear synchronous motor, the TSC-20A propels the coaster to commanding heights and ejects out of the station at a speed of four seconds per 100-metres, giving riders an unparalleled feeling of intense speed. The TSC-20A's seat frame is built of an aluminium alloy, which is two thirds lighter than a steel frame. Additionally, the seat was created employing ergonomic theory together with actual data from several figures.



"With 5G diffused across the world and even 5G/6G on the way, all the rides and attractions in the park or resorts will be connected and monitored in real time for easy maintenance estimation and economic analysis. If the data is permitted to be shared to the ride's supplier, remote technical suggestions will be given to a park for any existing or potential technical issues, to avoid any failure before it comes and any unnecessary or excessive maintenance. We're currently working on something similar, to provide real time physical examinations of our products and, so far, it's working well."



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# SAFETY IS CENTRAL TO A PARK'S POST-PANDEMIC GROWTH PLANS

By Carl Hagemann, general manager, ADIPS

**This year, ADIPS (Amusement Device Inspection Procedures Scheme) marks its 20th anniversary. For two decades we and our inspectors have worked with you to keep people safe on amusement devices, and it is something we are very proud of.**

Our primary focus in 2023, however, is very much forward-looking and on how we can do more to help parks and fairgrounds continue their post-pandemic recovery. This industry suffered as much as any from Covid-19 restrictions, but today growth projections suggest a rosier picture of the future. Globally, the amusement parks industry is forecast to reach \$89.17b in 2025, up from \$63.89b in 2021, recent reports tell us. That is some bounce back.

The role of ADIPS and our registered inspection bodies (AIBs) in this recovery in the UK is essentially that of enabler. When I talk to operators and duty-holders across our industry in this country, they reaffirm that safety is central to their strategy and operations. ADIPS and our IBs enable parks to remain safety compliant and manage the risks. There is a consensus that to 'build back better', the safety and health of park workers and visitors must be paramount. Our purpose is to work with operators to maintain those safety standards and achieve this core aim.

If you manage safety for your park, you will no doubt be familiar with the Health and Safety Executive (HSE) publication HSG 175. This was written in consultation with the fairground and amusement park industry and gives advice to duty holders on how to reduce risks, work safely and comply with the law. A re-write is on the cards for 2023-24.

It is not compulsory to follow the guidance in HSG 175 and use the ADIPS system and duty holders are free to take other action, but they do need to be prepared to show what they did was equally effective.

The HSE accepts that duty holders following HSG 175 and the ADIPS system will normally be doing enough to comply with the law. Health and safety inspectors seek to secure legal compliance and may refer to this guidance as illustrating good practice. This is why ADIPS now oversees a nationwide inspection and certification regime that sees more than 8,500 devices inspected every year.

So, what are the key considerations when preparing for ADIPS inspections? Here are a few things you need to know if you manage safety on a park:



**Carl Hagemann, general manager, ADIPS.**

- A device must have pre-use inspections operating for the first time. These include de-sign review, assessment of conformity to design and initial test, unless it was made pre-October 1997, in which case a maturity risk assessment may be required.
- Always check an inspector is on the ADIPS register before engaging them to perform inspection services. You can do this by viewing our website at [adips.co.uk/find-a-registered-inspection-body](https://adips.co.uk/find-a-registered-inspection-body). Or you can check the front of their card for the photo, in-spection body, registration year and inspector's registration number.
- Choose an IB body to act as the appointed inspection body (AIB). The AIB will issue the declaration of operational compliance (DOC) once the inspection has been satis-factorily completed.



- An inspection may include a number of checks and tests e.g. mechanical, electrical and non-destructive testing (NDT). Confirm with the AIB if they are to undertake all the necessary inspections and tests for the device, or if arrangements with other IBs need to be made.
- Inspections may take place up to one month before the current expiry date without affecting the annual expiry date of the inspection. If an inspection is carried out earlier than one month before the existing expiry date, it will only run for a maximum of one year from the date of that inspection.
- You should agree items to be dismantled with the relevant IB. It is best to do this in advance so the device is prepared prior to the IB arriving. Inspection instructions provided within the operations manual will also provide information on any disassembly required.
- Along with physical inspection an ADIPS IB will also confirm the relevant documents are contained within the device's operations manual.
- To check whether a DOC is valid you should check against the record entered into the database using the DOC number, as it is the database entry which defines the DOC status.

In 2023, ADIPS wants to celebrate and showcase our amusement parks and fairgrounds and raise awareness of what goes on behind the scenes to make sure people can have fun safely.

If you are interested in working with us to raise the profile of safety in the amusements parks industry, please get in touch at [office@adips.co.uk](mailto:office@adips.co.uk)

- ADIPS charge a DOC levy of £30 for every device that is registered with the scheme. Each IB is free to set their own charges for an inspection and market forces and travelling time will dictate the range of prices given to you.

For more information about ADIPS and its certification and inspections, visit [adips.co.uk](http://adips.co.uk)

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**ADIPS is the fairground and amusement park industry's own adopted standard for inspection and certification of fairground rides and amusement devices.**

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# Aquaman: Power Wave Six Flags Over Texas

By David Whitworth

Six Flags Over Texas will be aiming to cause a splash with its new centrepiece attraction Aquaman: Power Wave.

The new multi-launch water coaster at Six Flags Over Texas in the US, has been created in partnership with Warner Bros, working parallel with DC comics. The aquatic attraction is the first roller coaster of its kind in North America. "It has been a long time coming, but we are now ready to introduce an epic new water coaster to our guests at Six Flags Over Texas," said the park's President Richard Douay on the day of its launch. "Our friends at Mack Rides have created a unique and thrilling experience."

Aquaman Power Wave is the 14th roller coaster at Six Flags Over Texas and is technologically advanced courtesy of a state-of-the-art turntable station which maximises the number of riders it welcomes every hour - catering for up to 950 riders per hour.

During the 60th anniversary of the American park, on 5 August 2021, Six Flags Over Texas made the announcement that Aquaman: Power Wave was set for a major feature change in the shape of adding the turntable station to welcome its duo of passenger boats. The first draft of the ride was to use only one passenger boat and not to utilise the turntable station.

Furthermore, the launch-style water coaster launches guests in two 20-passenger boats both backward and forward; travels over 2,000ft (609.6-metres) of vibrant turquoise track and rises two 150ft (45.7-metre) towers. The fun does not stop there as riders are then plunged 90° facedown at a notable speed of 63mph (101km/h). From a technological standpoint, the ride is highly impressive with the water in the pool being low enough during its first phase so that the carriage can slide over the track efficiently towards its next feature. From then, the water coaster ends with a thrilling splashdown into a huge wave of water, where the water pool has been raised to give maximum splash impact for guests and slow the ride down to its sedate finish.



Roxy Butler, Marketing & Public Relations Manager  
Six Flags Over Texas, gave us the lowdown on the splashdown that is Aquaman: Power Wave.

#### **HOW EXCITED ARE YOU ABOUT AQUAMAN OPENING?**

"Six Flags Over Texas is thrilled to introduce the first Power Splash Coaster in North America. This unique ride opened during Spring Break, and it was a perfect time to celebrate the launch of our newest attraction."

#### **HOW DID THE CONCEPT COME ABOUT FOR THIS RIDE AND ITS BRANDING?**

"We were looking for a replacement for our shoot the chutes attraction, Aquaman Splashdown, which originally opened in 1987 as Splash Water Falls. Aquaman Splashdown was nearing the end of its service life, and we thought introducing a new Aquaman attraction would resonate well with our guests."

#### **WHAT WERE THE CHALLENGES AROUND BUILDING A LAUNCHED SHUTTLE COASTER?**

"The biggest challenges to building Aquaman: Power Wave was the global supply chain issues during the pandemic. Six Flags Over Texas needed to ship the parts from overseas suppliers. Unfortunately, the supply chain was impacted by Covid-19, and it took longer for the parts to be delivered to us. At the height of Covid-19, construction was paused."

#### **WHAT DID THE TIMELINE LOOK LIKE FROM INITIAL BRAINSTORMING TO ITS COMPLETION?**

"Six Flags Over Texas started working on Aquaman: Powerwave shortly after the prototype Power Splash

coaster opened in Belgium in 2016. After we purchased the ride, we decided to add the turntable to increase throughput. As mentioned, we ran into construction delays during the pandemic and decided to open the ride in 2023."

#### **HOW DID SIX FLAGS KEEP THE BRANDING AND RIDE AS FAITHFUL AND AUTHENTIC AS THE DC COMICS SERIES?**

"Our partnership with Warner Bros. generates an exciting connection with the DC Comics and Aquaman is a natural fit for a Power Splash Coaster. Guests can learn about the story of Aquaman on displays throughout the queue area."

#### **HOW MANY VISITORS IS THE PARK AIMING TO ATTRACT WITH AQUAMAN OPENING?**

"We expect Aquaman: Power Wave to be popular with our guests for many years to come. We look at projects of this magnitude as a long-term investment."

#### **WHAT WAS IT LIKE WORKING IN TANDEM WITH MACK RIDES TO CREATE AQUAMAN: POWER WAVE?**

"Mack Rides is a world-class manufacturer and has been a great partner in bringing this attraction to fruition."

Aquaman: Power Wave is the latest attraction at Six Flags Over Texas, joining more than 100 rides and shows such as its thrill rides of Titan and Batman The Ride. Warner Bros. and DC are known for creating iconic characters and curating enduring stories and in Aquaman: Power Wave, Six Flags Over Texas has created the latest exciting chapter of the story.









# CAROWINDS 50th anniversary

By Emma Davidson





Located in North Carolina, US, Carowinds amusement park is celebrating a monumental 50 years of operation this year. Inaugurated back in 1973 at a cost of \$70m, the 400-acre theme park is home to top-rated roller coasters, as well as more than 60 rides, attractions, and live stage shows. Owned and operated by the Cedar Fair Entertainment Company, one of the largest regional amusement-resort operators in the world, Carowinds ticks all the boxes when it comes to making people happy, "by providing fun, immersive, and memorable experiences".

The initial plans for Carowinds were for the park to be a large resort that featured hotels, a shopping centre, golf course, and an NFL stadium, alongside the theme park itself. These plans were changed on construction, with Carowinds now home to a theme park, water park, restaurants and bars, as well as various places for overnight stays. The park's name is derived from its designers' original theme of the history of the Carolinas, the collective name given to South and North Carolina, and is an amalgamation of the words 'Carolina' and 'winds' in reference to the wind that blows across the two states.

At the heart of Carowinds' success is its huge number of thrilling rides and coasters, including Fury 325, the world's tallest and fastest giga coaster. Fury 325 is a dramatic 32-seater coaster that takes riders to a peak height of 325ft following an 81° drop. Riders then race into a massive 190ft tall barrel turn and a high-speed S-curve reaching speeds of up to 95mph. The Intimidator is another ride that put Carowinds on the map as one of America's most exciting theme parks. The hyper coaster is one of the tallest, fastest and longest of its kind in the Southeast, and, along with Fury 325, it is one of the top 10 tallest steel roller coasters in North America. Featuring seven extreme drops and lasting over three minutes, it has become a favourite among thrill seekers heading to the park.

Joining Carowinds line-up of rides and attractions is Carolina Harbor, a 26-acre water park that houses a variety of water slides, wave pools, large play structures and a three-acre children's play area. The huge



Pat Hall Opening Day



Band on Opening Day



50th Anniversary Decor



The Airwalker

additional park originally opened in 1982 as 'Ocean Island', 11 years after Carowinds was first established. It was then redeveloped several times after investment from the likes of Paramount Parks and Cedar Fair, where it also benefited from a major expansion to make it what it is today.

Guests will find dramatic attractions such as Storm Surge at the water park, a huge slide complex featuring four water slides and two different experiences. As riders begin their descent, they're greeted with a waterfall-like entrance to large, enclosed tunnel slides. The ride then plunges guests into darkness while they twist through the remainder of the slide and end in a splash pool. Attractions on the more 'family-friendly' side include the multi-level Seaside Splashworks and the Pelican Plunge, another water attraction that offers a pair of open-tube slides, which guests twist along before landing in a small, shallow pool of water.

As an all-day destination, Carowinds has several food and beverage outlets available across its sites, offering everything from funnel cake to fresh-cut fruit cups, rotisserie chicken, slow-smoked BBQ pork and more. Visitors to the park will find well-known names including Auntie Anne's Pretzels, Cinnabon and Starbucks slinging out their trademark drinks and dishes, alongside restaurants with diverse cuisines on their menus, including Chinese food, Mexican staples and Italian classics. But if travellers are looking to make the most of their stay and experience everything that the park has to offer, Carowinds is also home to various places to wind down, including on-site lodging, camps and hotels.

Carowinds' on-site hotel and campground sits just across the road from the theme park and offers a range of luxury family stays. The SpringHill Suites hotel by Marriott offers 130 well-appointed suites with separate areas for living, working, and sleeping, as well as a business centre, fitness centre, an outdoor swimming pool and a 24/7 market. The Camp Wilderness Resort is a little different, comprising a 55-acre campground with cabin rentals and RV sites nestled in a beautiful, natural setting. Guests can bed down in the park's newly updated cabin rentals, which sleep up to eight, and level campsites with full hook-ups to easily accommodate both pop-ups and RVs.

2023's operating season marked the beginning of 50 years of Carolina fun across both Carowinds and Carolina Harbor, a limited-time special event that is bringing plenty of new rides and attractions, exciting entertainment, enhanced food and beverage offerings, night-time spectaculars, and other immersive experiences to commemorate the park's noteworthy birthday.

"I am proud to be celebrating the golden anniversary of Carowinds as well as the amazing associates who have delivered on our goal to make our guests happy," said Manny Gonzalez, Carowinds vice president and general manager. "I look forward to the next exciting 50 years as we continue to bring happiness to our community."

At the centre of the 50th anniversary celebrations is the Aeronautica Landing, a tribute to the Carolinas' spirit of invention, exploration, and aviation, where guests can immerse themselves in the history and future of flight. The Crossroads areas of the park has been completely renovated and renamed as the brand-new Aeronautica Landing, complete with five new themed attractions and a retheming of an existing ride, for a total of six rides. Within Aeronautica Landing, high-flying rides invite guests to experience new innovations. Aspiring hovercraft pilots can learn the ropes at Hover and Dodge, a re-theming of a classic attraction and Gear







Aeronautica Landing Game Zone

Spin is a propulsion engine outfitted for speeding and spinning adventures. Guests get the chance to test their G-force tolerance on Gyro Force (opening late spring) and can also feel the adrenaline rush of airborne acrobatics on The Airwalker. Boarding late spring, Windstar is a choose-your-own hang-gliding adventure attraction that showcases a new era for the park.

Inside the new Aeronautica Landing guests will also find two new dining areas, Terminal A and Frequent Fryers. Terminal A allows guests to refuel alongside displays of memorabilia celebrating the Carolinas' rich aviation history. Modelled after high-end and exclusive sky clubs, Terminal A is an ode to the golden age of air travel. A selection of craft beers and cocktails are available to enjoy in the lounge and alfresco patio. Frequent Fryers, a re-imagining of an existing location, presents a range of different offerings right in the middle of the airfield. In true aeronautical fashion, the building is located next to the runway entrances to the area.

This family-friendly space is surrounded by immersive décor and also features a game zone complete with four new midway games (including Balloon Busters, Hydro Plane Rally and Sky High Wire Walk, an innovative acrobatic challenge), and the re-themed classic basketball challenge, Air Shot.

"We are constantly looking for new ways to provide immersive experiences for our guests that showcase the rich history and heritage of the Carolinas, while showcasing the rich legacy and original themes of Carowinds," Gonzalez said. "This region played such an integral role in the history of developing and testing the tools for aviation, and we believe Aeronautica Landing will help bring that to life for our guests for years to come."

In addition to the grand opening of Aeronautica Landing, Carowinds is celebrating its impressive half century milestone with a number of events and festivals. Taking place from 24 June - 9 July, the Grand Carnivale will showcase high-energy live music, delicious international food, lively games, and unique crafts. Kicking off in Autumn, the Great Pumpkin Fest is a one-of-a-kind Halloween family friendly event offering exclusive entertainment throughout the park. During



Terminal A

the Great Pumpkin Fest, which takes place on Saturdays and Sundays from 16 September - 29 October, guests can celebrate the season alongside the 'Peanuts gang' and themed sweet and savoury menu items.

Also returning for Autumn is the SCarowinds Halloween event complete with terrifying scare zones, mazes, and ominous shows. Specialised food, drink and themed adult beverages are created to further enhance the already immersive spectacle and guests can also revel in select attractions open during SCarowinds, while snapping exclusive photo opportunities. On selected nights from 20 November 2023 - 1 January 2024 Carowinds' WinterFest also returns to mark the holiday season. Guests can enjoy holiday light displays, ice skating, family activities, live entertainment, holiday-inspired comfort food and beverages, and select attractions. The WinterFest Wonderland Parade, a nightly Christmas parade, includes lavishly decorated floats, festive music and performers.

To help support the role out of its seasonal 50th anniversary celebrations, Carowinds also announced plans to hire more than 2,400 seasonal associates. The park filled over 300 of those roles during a week-long hiring period held in February as part of the largest-ever recruiting campaign by Carowinds' parent company, Cedar Fair Entertainment Company, across all its parks in the United States and Canada. "Our seasonal associates play an important role in our mission of delivering amazing experiences to all of our guests," added Gonzalez. "We're proud to offer highly competitive wages and amazing perks, and a seasonal job at one of our parks can offer so much more than other workplaces."

For 50 years now, Carowinds has been providing the people of Carolina and beyond with innovative family entertainment. Across its coaster-centric site and water park, guests can immerse themselves in a range of thrilling rides and attractions that not only offer a fun-filled family day out, but also form lasting memories. Through half a century of world-class rides, live performances, family entertainment and record-breaking developments, Carowinds can confidently say that it has earned its badge as one of the best places to visit in North and South Carolina.

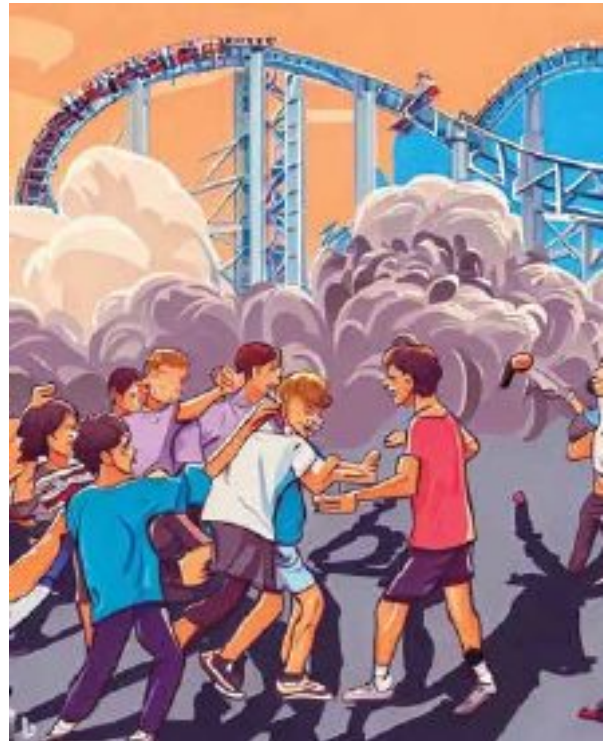
# IT IS ONLY A MATTER OF TIME

By: Dennis Spiegel

**Our industry has always been an ever-changing, fluid organism and that is a good thing. Without change, where would any of us be personally or in our business? But recently, our industry has seen a trend develop that is disconcerting and dangerous. I am talking about teenage gangs converging on parks and creating quasi-riotous situations. Here in the USA, this problem has basically occurred from the east coast to California, causing parks to take actions that five years ago would have been unimaginable. I am referring to the actions parks are taking to implement age-limit chaperoning.**

Parks across the USA, both major public chain operated parks as well as smaller independent park operations, are introducing a policy where teenagers 15 years and younger must be accompanied by at least one person/ chaperone 21-years or older when in the park after 4pm. Cedar Fair, the USA's second largest operator of regional theme parks and water parks, introduced this company-wide policy on April 22, 2023. Why did they take this quantum leap, a radical change in their evening teenage visitation programs? Simple. They saw a trend developing during the last two years at their operations and other park operations around the USA that was worrisome and continuing to escalate. Busch Gardens, Disney, SeaWorld, Kennywood, Kings Island, Knott's Berry Farm, Six Flags, and many more have experienced altercations with teenage groups fighting in the parks.

It appears that some teens have sourced parks as backdrops for which to create confrontations similar to those conceived in the West Side Story musical... the Jets and the Sharks! During the last few years, theme



Teens in park (Artificial Intelligence generated image)

and amusement facilities have become backdrops for teenage mayhem and disorder. Most of us who have been in the industry for decades know that this has not been a problematic issue of common occurrence. However, this has been a developing issue of occurrence during the three years post Covid.

What started out as pushing and shoving in queue lines among teens began spilling out into the larger park areas, with teenagers gathering in larger groups confronting and combatting each other. Of even higher concern recently, guns have come into existence at several parks. This is hard to believe... Guns in amusement parks. But, when you consider that, here in the USA, we continue to see on the nightly news people being shot at malls, guns being taken to schools, random street shootings, and drive-by shootings, it should not be a surprise that we are seeing increased incidents in our amusement parks. Parks have always comprised a major portion of annual attendance by the teenage demographic. The season pass programs at many parks cater to a huge population. As season pass programs have elevated, the teen visitation has also increased dramatically.

In this crazy world in which we live, work, and play, and where violence continually advances on a daily basis, it is easily observed that parks offer a forum for teen masses to converge and freely form into the "Jets and Sharks" analogy, thus creating clashing situations.



Chaperone policy (source Kings Island)





## CHAPERONE POLICY UPDATE 4.20.23

THE SAFETY OF OUR GUESTS AND ASSOCIATES HAS ALWAYS BEEN OUR TOP PRIORITY AT KNOTT'S BERRY FARM AND KNOTT'S SOAK CITY WATERPARK. OVER THE PAST TWO YEARS, THERE HAVE BEEN INCREASING INCIDENTS OF UNRULY AND INAPPROPRIATE BEHAVIOR ACROSS OUR INDUSTRY AND AT OTHER MAJOR ENTERTAINMENT VENUES. WE ARE COMMITTED TO KEEPING KNOTT'S BERRY FARM A PLACE WHERE FAMILIES AND FRIENDS COME TOGETHER TO ENJOY A ONE-OF-A-KIND PARK FULL OF FUN EXPERIENCES AND IMMERSIVE ENTERTAINMENT.

AS PART OF THAT COMMITMENT, WE ARE IMPLEMENTING A CHAPERONE POLICY BEGINNING SATURDAY, APRIL 22, 2023.

Chaperone policy (source Knotts Berry Farm)

So, what do you do? When you see incidents reoccurring and developing into a trend of negative proportion, you take immediate action. That is exactly what we are seeing park operators address, as this teen violence continues to erupt, by instituting chaperone policies. Is it something operators want to do? No. Is it something that park operators believe is necessary right now? Hopefully, it will keep the escalation of teen incidents lower than by taking no action at all.

Will this be a continuing problem throughout 2023 and beyond? At this point in the early season, we do not know. And, quite frankly, we do not want to find out that because no action was taken, a known problem worsened. Our societies are changing. Violence is escalating throughout the world. As an industry that entertains hundreds of millions of people per year, it is incumbent upon us to take precautions when necessary to avoid and stop problems such as we have been experiencing with radical teen groups. A trend has been identified and as we all know trends typically advance and spread. This is one we need to eradicate. If we don't, is it only a matter of time ...

### About ITPS

**ITPS... "WHERE FUN IS A SERIOUS BUSINESS,"** is globally the leisure industry's leading independent, full-service consulting firm. Founded by Dennis Spiegel in 1983 and located in Cincinnati, Ohio, USA, ITPS is uniquely qualified to assist in all aspects of leisure project development and has worked on over 500 projects and in over 55 countries since its inception. Always on the forefront of new trends, ITPS is experienced to assist in all aspects of any new project or existing facility. They can be reached at [itps@interthemepark.com](mailto:itps@interthemepark.com). ITPS is celebrating 40 years of service to the amusement industry in 2023.



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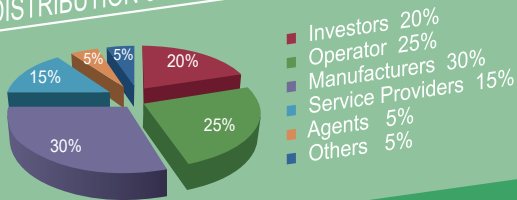


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# JON TOZER

Having come from an AV background, Jon Tozer is Project Director at industry tech specialist Holovis. Having worked with major players in the amusement and attractions industry to create incredible themed experiences, here he tells InterPark editor Beth Whitaker how working with clients he idolised as a child, still 'blows his mind!'

## TELL ME WHO HOLOVIS IS?

Sure! Holovis has been around for the better part of 18-years, and we started out providing immersive environment and CAVE systems to the automotive

and aerospace industries. Because of that type of work, we began assembling a multi-disciplined team, which then was able to start serving clients in the planetarium and museum sectors. Much of what we were doing gave us the natural ability to

cross-pollinate our experience and styles to the attractions industry and then the attractions industry came knocking. We now find ourselves working on all manner of projects, still including what we would call the "enterprise" sector. But it's no secret that we've made a name for ourselves in themed entertainment.

#### WHEN DID YOU PERSONALLY START WORKING IN THE PARKS AND ATTRACTIONS INDUSTRY?

My first job in the attractions industry was for Holovis. I am an audio-visual engineer by trade, and I had previously worked in the residential and corporate markets gaining the skills and knowledge specifically around AV as that's the sector of the themed entertainment world I wanted to embrace. Some of the projects were super fun and for iconic companies. I always enjoyed the chance to work on landmark projects with the biggest names. Before that I worked for a period at Codemasters as a QA Technician; and before that a host of part-time jobs while studying including Best Buy during their stint in the UK. I've learnt invaluable things in every job, including my paper round at the age of 14!

When I discovered Holovis, the marriage of the company needs and its offering, with my skills, abilities and passion was a great match. My first tasks for the company included writing and compiling F24 documentation, design risk analysis, schematics, system topologies and other related design documents for an attraction in Japan. I felt like I had made it!

#### WHAT HAVE BEEN SOME OF YOUR HIGHLIGHTS AT HOLOVIS SO FAR?

It's been a pretty wild ride so far. Working with clients that I admired and idolised as a child still blows my mind. We count the world's best on our list of clients and to get to work hand-in-hand, holding direct relationships and being on the front lines is certainly a dream come true.



Growing up in the UK and being lucky enough to visit Orlando, Florida, multiple times in the 90s on holiday instilled a passion for the industry that will last a lifetime. I find myself in situations, talking about IPs, or plans, or with fantastic clients and there are times when I have to pinch myself. And in the times when the going gets tough, because it is a stressful world, I have to remind myself that I get to help build theme park rides for a job.

I fondly remember doing a site survey for a revamp of an iconic ride on the west coast of the USA and I was representing Holovis alone at the time, when I realised the client was asking for my opinion, that was a pretty surreal moment for me. And of course, that is all part of the day job now, but the first time that happened was nuts!

#### DO YOU HAVE A FAVOURITE PROJECT?

I'm proud of every project I work on. They are all my favourite and they've all taught me invaluable lessons. But one of my fondest experiences was working on Mystic Timbers at Kings Island. Working in Orlando and with the tier one parks, there is always a necessary and involved process that involves a million sign offs and approvals. Cedar Fair trusted us profusely to work with our partners, co-vendors, and the park to deliver something great. The love and passion that went into the finer details of that ride was inspiring for all involved. I still get a kick out of trawling through the forums and reading how fans are piecing the story together with the clues we left and love we put in.

#### WHAT SIGNIFICANT TECHNOLOGICAL CHANGES IN THE INDUSTRY HAVE YOU SEEN?

The adoption of real-time technologies has gone nuts! When I joined Holovis, it was something the company was already invested in, studying, and promoting. But when the wider industry caught up and realised what we had been doing we became involved in some mega-projects. The advancements in computing power, speeds, and the understanding of how to shift pixels and data around an attraction in real-time is opening all kinds of new possibilities. It's not slowing down either!

#### IS THERE A PROJECT YOU WISH YOU HAD WORKED ON?

If I had to choose one, I would say EPCOT in the early 80s. I have read every Imagineering autobiography that there ever was. So many of them talk about building EPCOT with great fondness, love and care. It really was the classic Imagineer's theme park. I'm not sure I ever rode Horizons as a child, and if I did, I can't remember it. I would have loved to have been there. Such an exciting time and truly doing so many things that had never been done before.

#### WHAT DO YOU LOVE MOST ABOUT WORKING WITHIN THE PARKS AND ATTRACTIONS INDUSTRY?

I love that I get to live my dream every day. I was in awe of Disney, Universal and SeaWorld as a kid and then as young adult I would learn that I was in awe of Imagineering and Universal Creative etc. Then when I got into the industry, I learned how





that “awe” is created by so many, many of which are unsung – both the companies behind the scenes and the people within them. But being able to contribute to these wonderful parks and wonderful attractions all over the world for clients from the small to the super massive is special. Being able to make a mark on this industry was the dream and to be living it is something that I never take for granted.

#### WHAT MAKES HOLOVIS UNIQUE?

It's the people of course! We're so lucky to have the team that we do. Our bench of technologists, thinkers and storytellers is deep, and every single person brings a unique spin and sense of their personality to a project or challenge. Combine that with their core technology focused skillset and I'm convinced that we can assemble the most unique teams to take on the most unique challenges in the industry. But... If our clients are after specific things, specific skills, specific disciplines, we have that too. We can do everything “turnkey” you might say, but we'll turn up and focus exactly on the single thing that a client might need us for too, if that's what they're in the market for.

#### WHAT ARE YOUR GOALS AS A COMPANY MOVING FORWARD?

Our vision is to “Transform Sensory Experiences” – it's written on our t-shirts, on our notebooks and our business cards. We are continually striving to learn more, to stay at the bleeding edge of technology and iterate as quickly as the industry needs us to. Everything we do ties back into that vision for our clients, but ultimately our guests.

As we expand globally our mission is to continue growing as a single team and not a selection of disparate offices that exist to look after regions. There

are of course business benefits to operating locally in certain cities and countries. But access to skills, talents and unique individuals is not impaired by invisible red tape at HoloVis just because they live in a different time zone.

#### IF YOU WEREN'T WORKING IN THE PARKS AND AMUSEMENTS SECTOR, WHAT WOULD YOU BE DOING?

I'd probably be hoping that a Formula 1 team would see some potential in me! Or I would try to reignite my career as a progressive rock drummer and attempt to make a living that way!



# CALENDAR

## May 28 – 30

**Saudi Entertainment & Amusement Expo,**  
Riyadh International Convention & Exhibition  
Centre, Riyadh, SAUDI ARABIA  
Contact: DMG Events  
Tel: +96612 6970287  
Email: marketing@  
saudientertainmentandamusement.com  
www.saudientertainmentexpo.com

## June 14 – 16

**IAAPA Expo Asia 2023,** Marina Bay Sands®, 10  
Bayfront Ave, SINGAPORE  
Contact: International Association of Amusement  
Parks & Attractions, 4155 West Taft Vineland  
Road, Orlando, Florida, USA  
Tel: +1 321 319 7600  
Fax: +1 321 319 7690  
Email: iaapa@IAAPA.org  
www.iaapa.org/expos/iaapa-expo-asia

## June 28 – 30

**10th Events & Amusement Expo Tokyo,** Tokyo  
Big Sight, Tokyo, JAPAN  
Contact: Rx Japan Ltd.  
Tel: +813 3349 8510  
Email: live-expo.eng.jp@rxglobal.com  
https://www.event-week.jp/en-gb.html

## July 12 – 14

**CAE Beijing 2023,** China International Exhibition  
Centre, Shunyi New Venue, Beijing, CHINA  
Contact: Katie Wang, L&A International Ltd, 6  
Penmere Grove, Sale, Cheshire, M33 4FP, UK  
Tel: +44 (0)161 6100022  
Email: katie.w@chinaattractionsexpo.org  
www.chinaattractionsexpo.org

## July 21 – 23

**Philippine Attraction & Amusement Expo 2023,**  
World Trade Centre Metro Manila, PHILIPPINES  
Contact: HQ Bizlink International Pte Ltd,  
Email: mail@hqbizlinkintl.com  
www.pa-expo.net

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distributed at these events.

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organisers before visiting international trade  
events.

## August 23 – 24

**Theme Park – Water Park Expo Vietnam 2023,**  
Tan Son Nhat Pavilion Convention Center, Ho Chi  
Minh City, VIETNAM  
Contact: Fireworks Trade Media Co., Ltd. 18th  
floor, Indochina Park Tower 4, Nguyen Dinh  
Chieu, Da Kao Ward, District 1, Ho Chi Minh City,  
VIETNAM  
Tel: +84 9063 091 78  
Email: viet@fireworksviet.com  
www.themeparkvietnam.com

## September 26 – 28

**IAAPA Expo Europe, Messe Wien, Vienna,**  
AUSTRIA  
Contact: International Association of  
Amusement Parks & Attractions, 4155 West Taft  
Vineland Road, Orlando, Florida, USA  
Tel: +1 321 319 7600  
Fax: +1 321 319 7690  
Email: iaapa@IAAPA.org  
www.iaapa.org/expos/iaapa-expo-europe

## October 13 – 15

**15th China (Zhongshan) International Games  
& Amusement Fair**  
Contact: Tina Zhang  
Email: sales@grandeurhk.com  
www.zsgaf.com

## November 28 – 30

**MAPIC, Palais des Festivals, Cannes, FRANCE**  
Contact: Reed MIDEM, 27 Quai Alphonse Le  
Gallo, CS 10026 Boulogne, FRANCE  
Tel: +33 179 71 95 15  
Email: Daniela.jakovljevic@reedmidem.com  
www.mapic.com

## November 14 – 17

**IAAPA Expo Orlando, Orange County  
Convention Center, Orlando, Florida, USA**  
Contact: International Association of  
Amusement Parks & Attractions, 4155 West Taft  
Vineland Road, Orlando, Florida, USA  
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Fax: +1 321 319 7690  
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## January 11 – 13 2024

**Atrax '24. 11th International Amusement –  
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Industry Exhibition.** Istanbul Expo Centre,  
Istanbul, TURKEY  
Contact: Tureks International Fairs co.  
Tel: +90 212 570 63 05  
Email: nergis@tureksfuar.com.tr  
https://atraxexpo.com/en/home/



**Cover Image:**  
Six Flags Over Texas

**May/June Issue 3, 2023**  
ISSN: 1359-6284

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**Annual Subscriptions (6 issues)**  
Europe & Middle East £80  
North & South America & Africa £95  
Asia & Australia £105

InterPark (ISSN 1359-6284)  
is published six times a year for an  
annual subscription rate of £80 by  
InterPark International Limited.

**Graphic Design:**  
Redpin Publishing Ltd  
www.redpin.co.uk

**Advertising & subscription  
information**  
Tel: +44 161 6100022  
Email: admin@interpark.co.uk  
Website: www.interpark.co.uk

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# SKY RING

To be installed in Happy Valley, Shenzhen



Height  
65m



Rev. Speed  
0.5rpm



Load  
100p



Area  
15m×18m

SEA EXPO: MEET US AT BOOTH 1C131, RIYADH  
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### IAAPA Expo Asia

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